



CITY OF PLEASANTON COMMUNITY SERVICES DEPARTMENT BOCCE LEAGUE RULES AND REGULATIONS



Introduction

Welcome to the City of Pleasanton Community Services Department Adult Bocce Program. The information and rules below are specific to our league and it is expected that all team managers are familiar with and abide by them. It is the team manager's responsibility to ensure that all players have read through the rules and regulations and abide by them. The game of Bocce is played with eight (8) large bocce balls and one (1) small target ball called the "pallino." The object of the game is to roll the bocce ball closest to the pallino. There are two (2) balls per person, with four (4) players that make up a playing team. Two (2) players from each team are stationed at each end of the court for each game. The first team to score ten (10) points wins the game.

League Regulations

1. **Starting Time: Matches** are played on weekday evenings, and will begin at times designated by The City, prior to the start of the season.
 - a) Matches consist of three (3) games, or a total time limit of one (1) hour and forty-five (45) minutes.
 - b) A team not present within fifteen (15) minutes of the scheduled starting time forfeits game one (1).
 - c) A team not present within twenty-five (25) minutes of the scheduled starting time forfeits game two (2).
 - d) A team not present within thirty (30) minutes of the scheduled starting time forfeits game three (3).

The opposing team may not waive starting time forfeits.

Starting the Match: The Captains from both teams will flip a coin prior to starting the match. The coin flip winner shall determine which end of the court play will begin and may either have the first toss of the pallino or choose the color of balls.

2. **Playing the game:**
 - a) The starting team must toss the pallino past the center, or "in play" line. If the pallino hits the backboard, it is invalid and the opposing team tosses the pallino. If the opposing team fails to toss the pallino correctly, it reverts to the original team. When the pallino has been properly tossed, the player who originally tossed the pallino rolls the first bocce ball.
 - b) The pallino remains in play unless it is knocked out of the court or in front of the centerline; then, the frame is ended and play resumes from the opposite end. The team that tossed the first pallino does so again. No score is awarded for either team. If the pallino is knocked into the backboard after the frame begins, it remains in place where it rests.
 - c) The player, who originally tosses the pallino, whether successfully or not, throws the first bocce ball. If the bocce ball hits the backboard, that team must roll again. This team does not roll again until the opposing team has either gotten one of its bocce balls closer to the pallino or has thrown all of its balls. The team whose bocce balls are closest to the pallino is called "inside" and the opposing team "outside." Whenever a team gets inside, it steps aside and lets the outside team roll. The "outside" team throws until it gets a bocce ball closer to the pallino than any of the opponent's bocce balls (NO TIES). This continues until both teams have used all their bocce balls. The team who scored last, throws the pallino to begin the next frame.

- d) The team winning the previous game, will toss the pallino to start the next game.
- e) Players may use the sideboard(s) at any time.
- f) All players must remain outside of the court while the opposing team is rolling.
- g) In the case of a tie between two (2) balls, the prevailing (or the first ball) has to be beaten, not tied. If the frame ends in a tie, no points are awarded and play resumes from the opposite end of the court with the starting team tossing the pallino.
- h) If a player rolls the wrong colored ball, simply replace it with the correct ball when it comes to rest.
- i) If a player rolls out of turn, return the thrown ball and replace any moved balls back to their approximate location before the ball was thrown.
- j) If a ball is moved before all eight (8) balls are played, the opposing team replaces the ball or balls to the approximate original position.

3. Time Limits :

- a) One (1) hour (45) forty-five minutes is the maximum time limit for any match.
- b) After one (1) hour (45) forty-five the match ends (including the current game being played) at the conclusion of its current frame, and whichever team is ahead at that time wins the last game.
- c) No game shall end in a tie. In the event that a game is tied, there will be a “roll off” between the two teams. The teams will have a coin flip to determine who will roll the pallino. The team that wins the coin flip will then decide if they want to roll the pallino and go first or if they would like the other team to do so. Each team will have one ball to throw (ball may be thrown by any player that the team designates as their representative). The ball that is closest to the pallino wins a point and the game. If for some reason, both balls that are thrown are “dead balls” the roll off will begin again with the same player from each team. If there is a second “roll off” the person who did not roll the pallino the first time, will roll the second time. Score will be recorded as it is after the “roll off” has concluded.
- d) In the event that time runs out before the third game has begun play, there will be a “roll off” between the two teams. The teams will have a coin flip to determine who will roll the pallino. The team that wins the coin flip will then decide if they want to roll the pallino and go first or if they would like the other team to do so. Each team will have one ball to throw (ball may be thrown by any player that the team designates as their representative). The ball that is closest to the pallino wins a point and the game. Score will be recorded as 3-0 in favor of the team that won the “roll off”.

4. Dead Balls:

- a) Should a player’s bocce ball make contact with the backboard, the bocce ball is considered a “dead ball” on impact and is removed from play until the end of the frame.
- b) If the first thrown ball of the starting team touches the backboard, the ball is out of play and that team must roll again.
- c) Any thrown ball which makes contact with the backboard is out of play. In addition, any other bocce balls which make contact with the backboard as a result of the thrown ball are out of play. The pallino, however, if moved by any bocce ball, remains wherever it comes to rest, even if it is touching the backboard.

- d) Any thrown bocce ball that returns from the backboard into the field of play and strikes another bocce ball is out of play. Bocce balls, however, that were moved as a result of the thrown ball but did not make contact with the backboard are placed in their original positions. If a ball still moving is struck by a returning ball, it shall remain in play and be left wherever it stops.
- e) A player's foot may step on, but cannot pass the foul line before releasing the ball. The first infraction of this rule will result in a warning by City Staff. Continued violations of this rule will result in the thrown ball being declared dead.

5. **Measurements:** All measurements will be made from the inside dimension of the bocce ball to the inside dimension of the pallino. Only an official representative from each of the opposing teams may be present during the measurements. Anyone from either team may call for a measurement. Any team member who moves a questioned ball, will result in the point in question going to the opposing team.
6. **Shooting:** Shooting, which is lofting the ball in the air beyond the center of the court, is not allowed.
7. **Scoring:** Only the "inside" team scores. One (1) point is given for each bocce ball of the inside team that is closer to the pallino than any bocce ball of the opposing team. If, at the end of any frame, the closest ball of each team is equidistant from the pallino, the frame ends in a tie and no points are awarded to either team. Captains of each team are responsible for keeping score, and for reporting the results of the match.

League standings will be based on total games played, and then total points. Game results and standings will be posted on www.teamsideline.com/pleasanton.

The tie breaker for league standings shall be determined by a head to head. If a tie still exists, then total points differential will be the tie breaker.

8. **Players:** A player may participate in the league only if that player's name, address, phone number and signature appear on the official team roster or an official Add/Drop Form has been submitted. Each player's signature must be authentic and cannot be signed by proxy or any other person. All players must be over the age of eighteen (18) to participate in the league. There is a maximum of 8 players per roster. **Roster changes may be made up until the third week of the season.** Player and manager must complete a Player Add Form to be turned into the monitor prior to game time by the third week of the season. The City of Pleasanton maintains a list of individual players looking to join teams. Please contact us if you are in need of players.
 - a. Once the season has begun and a team is unable to field a team due to permanent loss of players, the captain may appeal to the League Director and request that an adequate number of players be added to the roster.
 - b. If a team fields less than two (2) players, the game is considered a forfeit. A two (2) or three (3) member team may play throwing only two (2) balls per player.
 - c. Players cannot be substituted nor can a player enter into play once the game has started. Exception: A team that is playing with less than four (4) players.
 - d. Players need not alternate throws. Consecutive or alternating throws by teammates shall be at the option of the players.
9. **Equipment:** All playing equipment will be provided. The use of equipment other than what is provided must be mutually agreed upon by both teams.

10. **Alcohol:** No player shall appear upon the day of play at any time in an intoxicated condition. City Staff is required to immediately suspend player from further play and report player to the League Director. City ordinance prohibits the consumption of alcohol in city parks (Ord. 1659 § 1, 1995; Ord. 1428 § 4, 1989).